

Interim Report

During the past month, my project has taken a slight change due to certain research findings while carrying out my project work.

Working Title: Mis-Dis-Placement

Aim & Objectives:

1- As for the proposed objectives, I have been following the explained research structure from my proposal. I have been exploring all relevant options that help me create marbling digitally and taking it a step further by representing it in a distinct way with the aim as my concept behind it. After months of exploration of different softwares and tools I have finalized my working procedure for the creation of my artworks presenting my aim.

2-Following my objective to research my aim, led me towards refining the context of my work and a better understanding of such artworks with its relation to displacement, Identity and abstract expressionism.

3-Conceptually the meaning behind every aspect of the artworks has been formed through research.

Outcome:

Mainly my project outcome as proposed in my Unit 1 essay has changed. The reason as explained before was the discovery of a program which made all the effects available already.

Rethinking my whole project, with my aim in mind and research findings as well contextualization results, led me to the present status of my project. The present outcome still does explain my aim. The decision I had made for my outcome is to make a world map with all my stills and animations integrated into it and this will run in a loop.

Final display Idea:

The idea I have for the display in the final show is to create a dark space in which this world map is going to be projected on the wall surrounded by mini bulbs. The idea of the bulbs might change if the risk of overload is too high and replaced by adding this effect into the background of the world map. This has yet to be experimented with.

Methodology of "Work in Progress":

Research: I am further researching into different artists which are related to my aim and could help me refine the content of my artworks.

Practice: I am still embedding avi files and Jpegs into the world map, which needs to be re-adjusted and renamed due to the change in my scripts in flash. Secondly the preview window does not adjust according to the animation which needs to be fixed as well. In addition, I have to correct animations due to loss in animation quality while compressing the files and losing the original in the middle of it. Keeping the practice and research going might lead me to another breakthrough. Issues which still need to be resolved concern the compression of the files.

Overall following the research and contextualization of my work led me to a clearer concept of practice and the content of my artworks.